

## Quick-Reference Card



### AIRCRAFT CONTROLS

Elevator Up (Nose Down)	Up Arrow
Elevator Down (Nose Up)	Down Arrow
Aileron Left (Roll Left)	Left Arrow
Aileron Right (Roll Right)	Right Arrow
Rudder Left Full (Yaw Left)	Z
Rudder Right Full (Yaw Right)	X
Level Stabilizer	User Defined
Rudder Left	,
Rudder Neutral	/
Rudder Right	.
Elevator Trim Negative	Ctrl+Down Arrow
Elevator Trim Neutral	Shift+Up Arrow
Elevator Trim Positive	Ctrl+Up Arrow
Aileron Trim Left	Ctrl+Left Arrow
Aileron Trim Neutral	Shift+Left Arrow
Aileron Trim Right	Ctrl+Right Arrow
Rudder Trim Left	Ctrl+Z
Rudder Trim Neutral	Shift+Z or Shift+X
Rudder Trim Right	Ctrl+X
Toggle Engine	I
Increase Engine Power	= or NumPad+
Decrease Engine Power	- or NumPad -
Boost (WEP) On/Off	W



Power 0	1
Power 10	User Defined
Power 20	2
Power 30	3
Power 40	4
Power 50	5
Power 60	6
Power 70	7
Power 80	8
Power 90	9
Power 100	0

Prop. Pitch 0	Shift+1
Prop. Pitch 1	User Defined
Prop. Pitch 2	User Defined
Prop. Pitch 3	Shift+2
Prop. Pitch 4	User Defined
Prop. Pitch 5	User Defined
Prop. Pitch 6	Shift+3
Prop. Pitch 7	User Defined
Prop. Pitch 8	User Defined
Prop. Pitch 9	Shift+4
Prop. Pitch 10	User Defined
Prop. Pitch Auto	Shift+0
Increase Prop. Pitch	User Defined
Decrease Prop. Pitch	User Defined

Mixture 0	User Defined
Mixture 10	User Defined
Mixture 20	User Defined
Mixture 30	User Defined
Mixture 40	User Defined
Mixture 50	User Defined
Mixture 60	User Defined
Mixture 70	User Defined
Mixture 80	User Defined
Mixture 90	User Defined
Mixture 100 (Auto Rich)	User Defined
Increase Mixture	User Defined

Decrease Mixture	User Defined
Magneto Next	User Defined
Magneto Prev.	User Defined

Supercharger Next Stage	User Defined
Supercharger Prev. Stage	User Defined

Select All Engines	User Defined
Unselect All Engines	User Defined
Select Left Engines	User Defined
Select Right Engines	User Defined
Select Engine #1	User Defined
Select Engine #2	User Defined
Select Engine #3	User Defined
Select Engine #4	User Defined
Select Engine #5	User Defined
Select Engine #6	User Defined
Select Engine #7	User Defined
Select Engine #8	User Defined
Toggle Selection for All Engines	User Defined
Toggle Left Engines	User Defined
Toggle Right Engines	User Defined
Select/Unselect Engine #1	User Defined
Select/Unselect Engine #2	User Defined
Select/Unselect Engine #3	User Defined
Select/Unselect Engine #4	User Defined
Select/Unselect Engine #5	User Defined
Select/Unselect Engine #6	User Defined
Select/Unselect Engine #7	User Defined
Select/Unselect Engine #8	User Defined

Fire Extinguisher	User Defined
Feather Prop.	User Defined

Flaps Up	F
Flaps Down	V
Gear Up/Down	G
Raise Gear Manually	User Defined
Lower Gear Manually	User Defined

Cowl or Armor Flaps	R
Airbrake	User Defined
Wheel Brakes	B
Lock Tail Wheel	User Defined
Jettison Droptanks	Ctrl+T
Toggle Wing Fold	User Defined
Toggle Arrestor Hook	User Defined
Toggle Chocks	User Defined
Open/Close Canopy	User Defined

Weapon 1	Joystick Button 1 or Enter
Weapon 2	Joystick Button 2 or Backspace
Weapon 3	Joystick Button 3 or Space Bar
Weapon 4	Joystick Button 4 or Alt+Space Bar
Weapon 1+2	User Defined
Toggle Gun Pods On/Off	User Defined

### GUNSIGHT/BOMBSIGHT CONTROLS

Toggle Sight Mode (Auto)	User Defined
Increase Sight Distance	User Defined
Decrease Sight Distance	User Defined
Adjust Sight Control to Right	User Defined
Adjust Sight Control to Left	User Defined
Increase Sight Altitude	User Defined
Decrease Sight Altitude	User Defined
Increase Sight Velocity	User Defined
Decrease Sight Velocity	User Defined

### GUNNER CONTROLS

Fire	Left Mouse Button
Turret Aiming Control*	Mouse Movement

\* User cannot define these controls.





# PACIFIC FIGHTERS™

## VIEWS

Pilot or Gunner Position	C
Jump to Cockpit #1 (Pilot)	User Defined
Jump to Cockpit #2	User Defined
Jump to Cockpit #3	User Defined
Jump to Cockpit #4	User Defined
Jump to Cockpit #5	User Defined
Jump to Cockpit #6	User Defined
Jump to Cockpit #7	User Defined
Jump to Cockpit #8	User Defined
Jump to Cockpit #9	User Defined
Jump to Cockpit #10	User Defined
Rotate View*	Mouse Movement
Zoom In* (External)	Left Mouse Button+Mouse Up
Zoom Out* (External)	Left Mouse Button+Mouse Down
Wide View	PageDown
FOV 85	User Defined
FOV 80	User Defined
FOV 75	User Defined
Normal View	End
FOV 65	User Defined
FOV 60	User Defined
FOV 55	User Defined
FOV 50	User Defined
FOV 45	User Defined
FOV 40	User Defined
FOV 35	User Defined
Gunsight View	Delete

Toggle FOV	User Defined
Increase FOV	User Defined
Decrease FOV	User Defined
Cockpit View	F1
No Cockpit View	Ctrl+F1
External View	F2
Next Friendly	View Shift+F2
Next Enemy	View Ctrl+F2
Flyby View	F3
Padlock Enemy	F4
Padlock Friendly	Shift+F4
Padlock Enemy Ground	F5
Padlock Friendly Ground	Shift+F5
Padlock Next	U
Padlock Previous	Y
Instant View Forward with Padlock	NumPad Insert
External Padlock, Enemy Air	F6
External Padlock, Friendly Air	Shift+F6
External Padlock, Closest Enemy Air	Alt+F6
External Padlock, Enemy Ground	F7
External Padlock, Friendly Ground	Shift+F7
External Padlock, Closest Enemy Ground	Alt+F7
Chase View	F8
Next Friendly Chase View	Shift+F8
Next Enemy Chase View	Ctrl+F8
Toggle Gunsight	Shift+F1

## SNAP VIEW

Toggle Snap/Pan View	F9
Look Forward	NumPad 8
Look Front Up	User Defined
Look Front Down	User Defined
Look Front Left	NumPad 7
Look Front Right	NumPad 9

Look Front Up Left	User Defined
Look Front Up Right	User Defined
Look Front Down Left	User Defined
Look Front Down Right	User Defined
Look Back Left	NumPad 1
Look Back Right	NumPad 3
Look Back Up Left	User Defined
Look Back Up Right	User Defined
Look Back Down Left	User Defined
Look Back Down Right	User Defined
Look Up	NumPad 5
Look Up Left	User Defined
Look Up Right	User Defined
Look Down	NumPad 2
Look Down Left	User Defined
Look Down Right	User Defined
Look Left	NumPad 4
Look Right	NumPad 6

## PAN VIEW

Center View	NumPad 5
Pan View Up	NumPad 8
Pan View Down	NumPad 2
Pan View Left	NumPad 4
Pan View Right	NumPad 6
Pan View Up Left	NumPad 7
Pan View Up Right	NumPad 9
Pan View Down Left	NumPad 1
Pan View Down Right	NumPad 3

## COMMS

Toggle Comms	Tab
--------------	-----

## MISCELLANEOUS CONTROLS

Toggle Autopilot	A
Toggle Level Autopilot	User Defined
Bail Out	Ctrl+E
Toggle Reticle Dimmer (German Planes)	Ctrl+D
Cockpit Lights	Ctrl+L
Toggle Nav. Lights	User Defined
Toggle Landing Light	User Defined
Toggle Wingtip Smoke	T
Toggle Map	M
Chat	`
Online Rating	S
Toggle Speed Bar	User Defined
Toggle Icon Types	User Defined
Toggle Mirrors Show/Mode	User Defined
Quick Start/Save Track	User Defined
Radio Mute Key	User Defined
Radio Channels Switch	User Defined

## TIME COMPRESSION

Accelerate Time x2/x4/x8	]
Normal Time	,
Decelerate Time x2/x4	[
Pause Game	P, Pause

\* User cannot define these controls.

Ubisoft, Inc.  
625 Third Street, Third Floor  
San Francisco, CA 94107

© 2004 1C Company. All Rights Reserved. Developed by 1C: Madox Games and Ilya Shevchenko. Published by Ubisoft Entertainment. Strategic Simulations, Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Pacific Fighters is a trademark of 1C Company.  
Made in the U.S.A.

682073-QRC

